

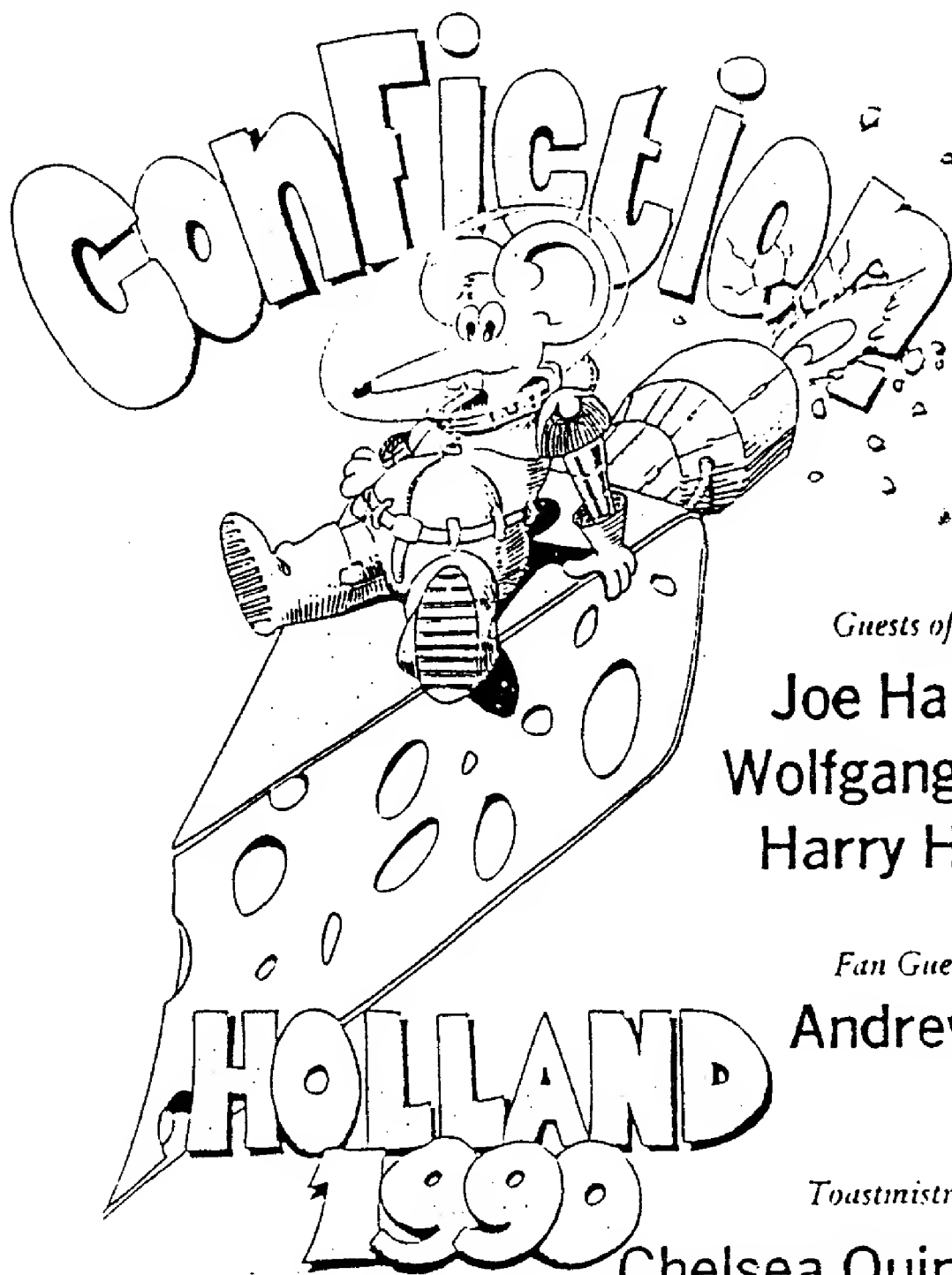
# Lepanto 4-ever #2

**48th World Science Fiction Convention**

the Netherlands Congress Center

The Hague. Holland

August 23rd - August 27th, 1990



*Guests of Honour*

**Joe Haldeman  
Wolfgang Jeschke  
Harry Harrison**

*Fan Guest of Honour*

**Andrew Porter**

*Toastmistress*

**Chelsea Quinn Yarbro**

KLM Dutch Airlines has been appointed official carrier for the 48th Worldcon in The Hague.

**WORLDCON 1990 - P.O. BOX 95370 - 2509 CJ THE HAGUE - HOLLAND**

## CONTENTS

Editorial	3
LoCol	4
Cline 9-man VI, the map	6
Cline 9-man VI, the rules	8
Address List	9
Pax Germana #1	10
What about Draw?	11
Zine review	12

**Deadline next issue: 3rd of November!**

This is Lepanto 4-ever #2 edited by Per Westling in early October 1989. The editorial address is Rydsv. 246 c:16, S-582 51 LINKÖPING, SWEDEN. Phone: +4613/013 - 260495.

Email: (Internet) PerVers@linus.ida.liu.se. The copyright of individual texts reverts to the originator after publication. *Diplomacy* is a registered trademark for a game invented by Allan B. Calhamer and © by The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214, USA.

Personal messages

"The release of atom power has changed everything except our way of thinking... The solution to this problem lies in the heart of mankind. If only I had known, I should have become a watchmaker."  
-- Albert Einstein

Now finally I'm started with my zine-making and this is issue 2 you're holding in your hand. A saying in the fanzine world is "You can't expect a fanzine to be stable until the third issue" so I look forward to the third issue. (Anything that gives you ego-boo is great!) In the future L4E will be published once a month. The deadline for L4E#4 is 8th of December. Preliminary all issues in 1990 will have the 15th in each month as their deadlines.

I hope most problem are solved by now and that L4E will be published regularly. Since the last time I've got a couple of letters (see *LoCol* and *Zine reviews*) but not as many as I hoped.

My goal are still to activate the PBM-hobby in Scandinavia, even though this will take some time. Therefore I hope that the Scandinavian readers spread knowledge about the existence of the zine and that you send me addresses to people that could be interested by PBM. Besides that contact net I'm also trying to get myself insight about events and zines around the world (see *LoCol*, *Zine reviews* and below).

One thing that I haven't decided yet are what languages should be used in this zine. In this issue English, Swedish and Norwegian are used. The reason to use English are that this makes it possible for non-Scandinavians to understand articles. I will publish articles in their original language if that's what that contributor wants, but I strongly recommend that all contributions should be written in English. But you can send in material in any Scandinavian language if you want (I'll try to translate them).

If you see comments in double-parenthesis ((Like this!)), they are written by the editor.

**Pax Germana.** This issue features a première of L4E's first subzine *Pax Germana*. This subzine contains all strictly game related information (e.g. campaign results) and a waiting list regarding new campaigns. If any quick-campaigns are started (i.e. 2 moves per regular time for 1 issue of the zine, only recommended) only the subzine will be sent to the participants of the campaign. That issue of *Pax Germana* will also be published in the next L4E.

Gunboat Diplomacy are regular Diplomacy

without knowledge about who plays which country (i.e. no diplomacy). There exists two versions; I - with press, II - without press. Gunboat are perfect to play with short time between moves, e.g. two moves per one regular move. If you want to play Gunboat, tell me if you want quick or normal speed.

For players far away there might be started games with slow speed.

Other variants (e.g. 1914, Youngstown, Cline, Bourse, Classic) might get their own waiting lists. If you are interested in playing or GMing a variant please contact me and I will open new lists.

In order to receive 'Lepanto 4-ever #3' and subsequent issues you must qualify under one, (or more) of the following: subscribe, trade, arbitrate or contribute.

**Subscribe.** The maximum cost per issue, which includes air mail postage where appropriate will be 5SKr for , £0,45 or equivalent for UK and Europe, and US\$1,00 for the rest of the world (+50% if you want it by air). If you live in Sweden you can also send me stamps (2\*postage rate normal letters) or pay thru 'Postgirot', personal account 630912-5513. If you participate in a quick game the cost raises 50% depending on the extra issues. If you only participate in a slow game you can if you want pay half cost if you only want the issues with game results (but please notify me which option you want).

**Trade.** This can be on an all-for-all or on a one-for-one basis. I'm interested in all kinds of fanzines. Let me know your conditions.

**Arbitrate.** A GM running a game in L4E will receive free copies including several issues after the game has terminated. Please let me know of your previous experience of GM'ing and if you are able to type out the report in a suitable format for the zine. A game run by outside GMs will have the same deadlines as the zine.

**Contribute.** If I print part or all of a letter of comment (LoC) you are entitled too a free issue.

Articles, art and other contributions would be "worth" much more and depend on suitability, etc and personal whim. One thing that could be very interesting is another subzine, and it doesn't have to contain Diplomacy-material.

There is a special area designated on the lower, right-hand part of the mailing label. This will consist of a number, or symbol, which will either indicate the last issue you will receive or why you are receiving it. For those subscribers who arbitrate, or contribute an '\*\*' is used, a 'T' means we are trading, a 'W' means editorial whim, a 'C' means a complimentary issue and 'S' means a sample copy.

Conventions. If you want to travel around Europe maybe the following conventions can be something.

13-15 October in Copenhagen, Denmark, the 8th *VikingCon*. I might visit that Con myself.

The first weekend in November three Cons are taking place in different parts of Europe. In England (Birmingham) MidCon [with British Championships in Diplomacy], in Sweden (Borås) BoråsCon [mostly table-top and role-playing] and in Norway (Trondheim) HexCon [the northernmost Con in the world].

Two weeks later Speil Kreig is held in Vienna, Austria.

If you want to know more about any of the above Cons you can contact the editor. He might have some more information available.

\*\*\*\*\*

One last word. I don't like feuds....

---

## LOCOL

I didn't get many LoCs regarding L4E #1 (mostly because it was written in Swedish). Hope this issue will tease many of you to write lots and lots of letters. This time the Column will be in Swedish but next time I expect it to be in English.

Ulf Jireton - "Tack för nummer ett av *Lepanto 4-ever*. Det är roligt att åter se en ny postal Diplomacytidning. Här i Sverige har det ju varit dåligt av den varan sedan Åke Jonssons *The Polar Knight* och Torbjörn Ströms *The Baltic Battler*.

Själv spelar jag Diplomacy eller Diplomacy-varianter i fem olika engelska speltidningar (*Mad Policy*, *C'est Magnifique*, *Phyrric Victory*, *Will it Lead to Trouble* och *Mopsy*). Det är mycket trevligt men det har ju känts lite underligt att det inte går att spela mot svenskar i en svensk tidning. Jag är med i en kampanj som Åke Jonsson spelleader (utan tidning) men det är också en internationell kampanj."

(( Ja, att den postala hobbyn är svag i Skandinavien är helt klart. Jag hoppas att detta fanzine ska ändra på den saken. Själv spelar jag i diverse kampanjer, svenska och utländska. Bl.a. en med bara norrmän! Du verkar ha lite erfarenhet om

hobbyn i England ur svensk synvinkel. Kanske en artikel.... ))

"...Idén med ratingsystem tycker jag låter bra, liksom förslaget till turneringsrankingsystem, eller? Vad gäller ett postalt ratingsystem så tror jag nog ett system liknande de som används i England och Europa som ger poäng endast för vinster och *draws* är det bästa, liksom att systemet nog måste tillåta rörelse både uppåt och nedåt ratingmässigt."

(( Det finns ett internationellt system för ranking av turneringsdeltagare. Detta kallas IDTR - *International Diplomacy Tournament Ratings*. Mitt system är dock utvecklat helt fristående från detta. Målet är väl att få in resultat från Skandinavien också, men jag kommer att använda mitt eget system ett tag till. (Jag uppmanar därför ev. nytillkomna läsare att skicka in resultat från Diplomacyturneringar runt om i Skandinavien, med antal deltagare samt placeringar i en eventuell final.) Sedan sist är det enda resultatet som inkommit ett litet från WettCon V där följande fick mest poäng: Nils Lindberg, Uppsala, 10 p samt Tor Nordkvist, Kungälv och Per Westling, Linköping 8 p. Den låga poängsumman beror på att det

var två bord och ingen final. De två senare delade på segern vid ett av borden. En sammanlagd ställning kommer när jag fått in lite fler resultat.

Jag föredrar system som även ger poäng för överlevnad, men jag vet att meningarna om detta är delade. I princip behöver mer än ett system användas. ))

**John Robillard** - "Jag fick Lepanto 4-ever #1, tackar tackar. Jag har använt en del av den skönda sommaren till att göra ett stödprogram för Diplomacy PBM\* i Hypercard miljö, jag har kvar att göra men här är en karta (( inte illa, men inte publicerad denna gång )) över Europa Diplomacia som jag använder i buntarna. Tyvärr så är kartan så liten att det är svårt att få någon text på sådana länder som Clyde, men det kanske går ändå på något sätt."

(( En så tjugig karta skulle passa bra i detta fanzine. Frågan är dock om det verkligen behövs kartor till alla kampanjer. Helt klart är att när det kommer igång några fler kampanjer så ska jag försöka få igång någon sorts automatisk kartkreation. Din variant kanske vore något? Jag tycker inte det gör något att inte territoriernas namn står med. De flesta som spelar vet ändå vad de heter eller så använder de en egen karta. Annars kan man göra varianten med namn skrivet en bit bort och så en pil som pekar på själv området. Eller så klämma in de rätta förkortningarna. ))

"...Som du kanske vet har jag något slags delansvar för att få ut en tidning för Förbundet. (( SVEROK )) Hursomhelst, min idé var att Förbundet skulle försöka förmå folk att skicka ut sina fanzines sammanbunda till en stor tidning. Kan du tänka dig att låta Lepanto 4-ever vara med? Eller kanske bara valda delar?"

(( Bra idé. När det gäller SF-biten finns det en liknande sak; SFF - Sveriges Fanzine Förening. Denna är till för att göra samutskick av de fanzine som föreningens redaktör får in till alla medlemmar. Men finns det några spelfanzines? Visst är jag intresserad av ett sådant utskick. Särskilt om det ger billigt porto. Men när vi ändå är inne på Förbundet finns det en sak jag vill nämna. Det gäller SM i Diplomacy! Detta går ut på att något konvent skulle få äran av att annordna mästerskapstävling i detta eminenta spel. Dock kvarstår ännu en del problem, som t.ex. om arrangemanget ska flyttas runt, utformning av turneringen, vilket konvent som ska vara först. På den sista punkten skulle jag föredra att det första mästerskapet är under GothCon XIV (blir det väl 1990) eftersom detta konvent har det största antalet deltagare när det gäller Diplomacyspelare. Dessutom skulle det vara öppet svenskt mästerskap eftersom det antagligen kommer att vara ett stort norskt deltagande. ))

That's all for this time!

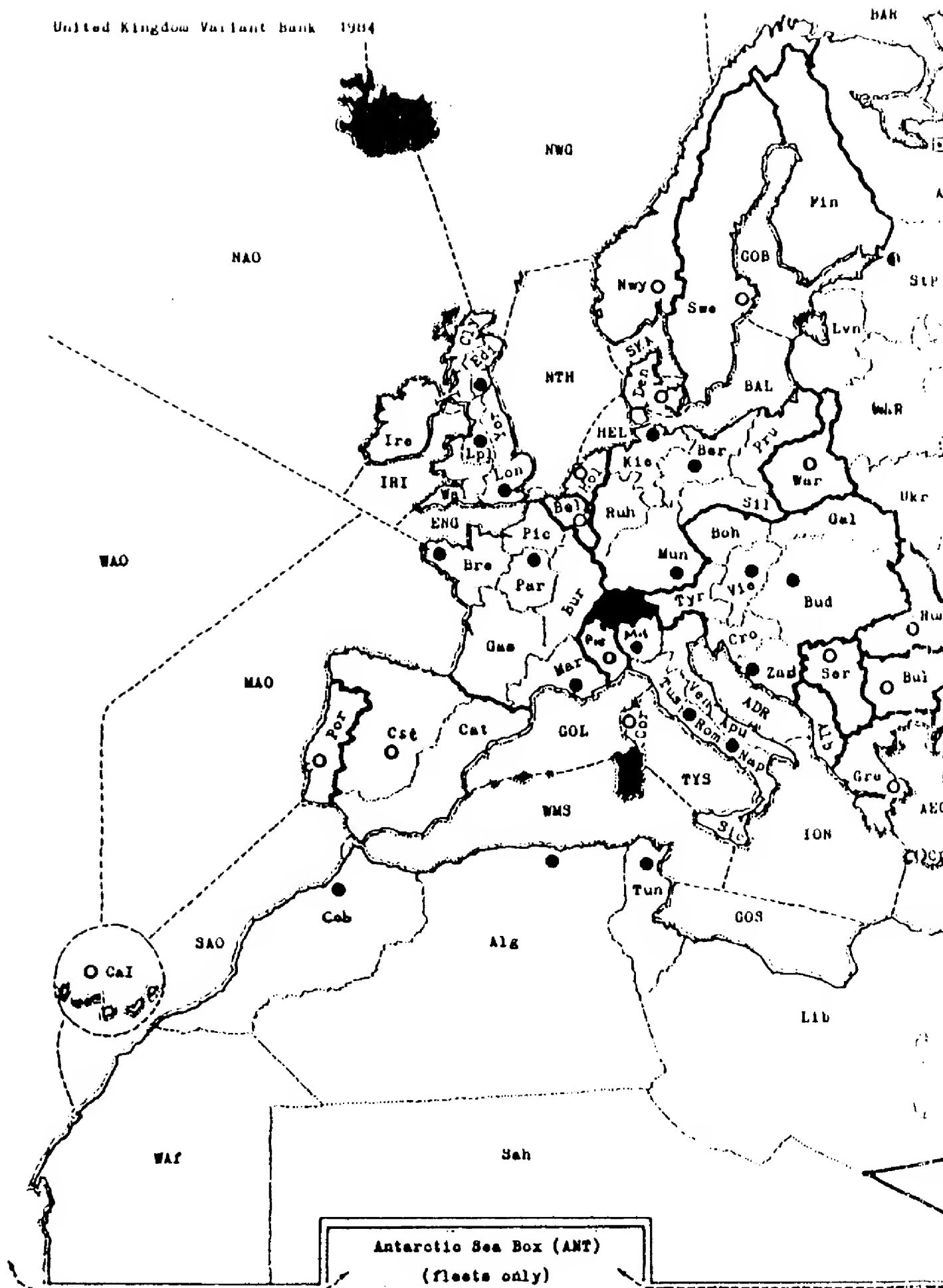
---

Får du ofta stryk av dina kompisar då du vinner i Diplomacy?  
Har du tröttnat på ditt tråkiga spelumgänge?  
Vill du få nya spelkompisar över hela landet?

Då borde Diplomacy Play By Mail vara någonting för dig. Ifall att du tycker att det verkar intressant, fyll då i intresseanmälan nedan och skicka den till Spelföreningen Skymning. Märk kuvertet "Diplomacy" och bifoga även svarsporto.

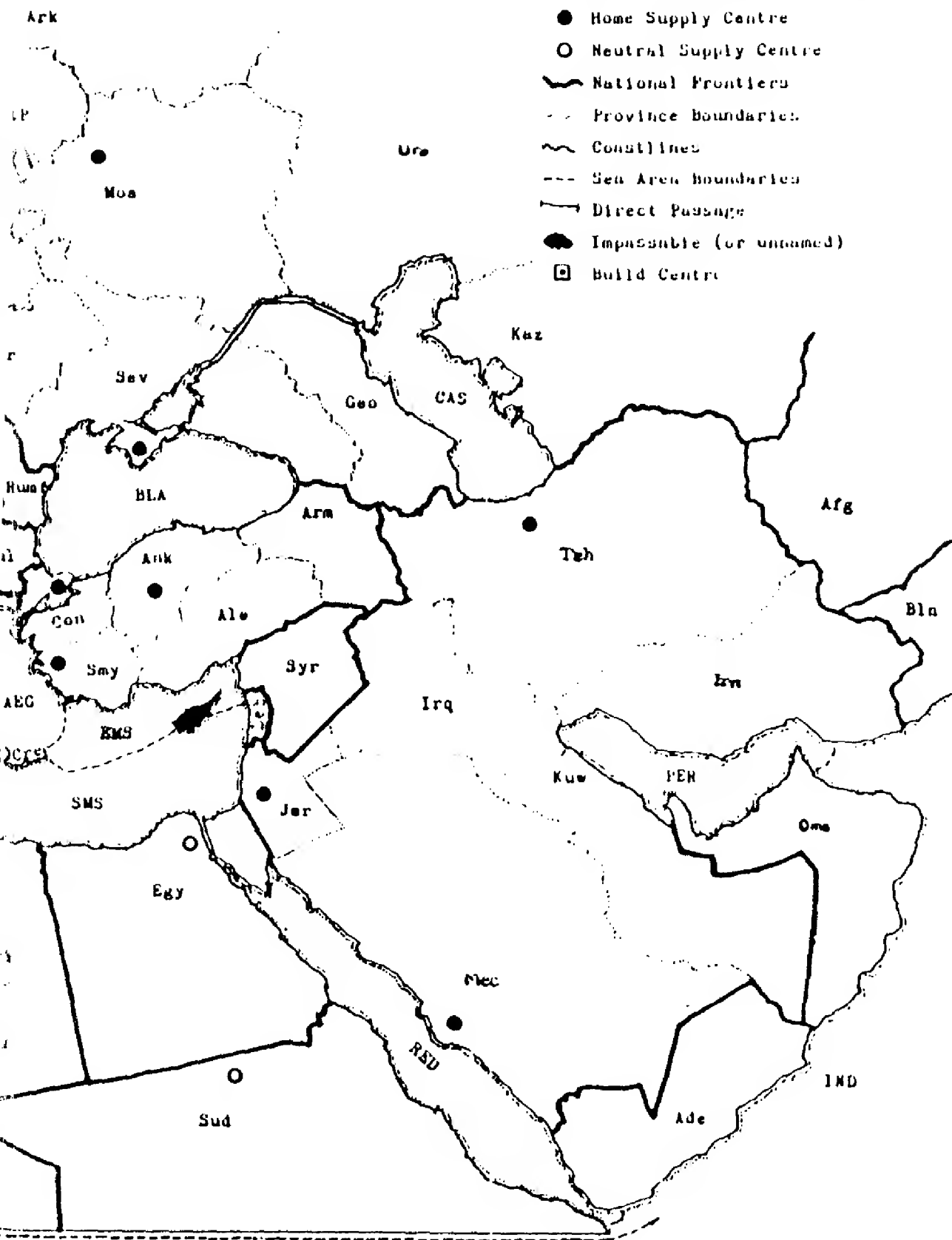
Du kommer då att få utförlig information om hur stor deltagaravgift som kommer att uttas och vilka regler som kommer att gälla.

(( Vill du pröva på dina vingar utan för Sverige kan jag rekommendera något av fanzinen som nämns under *Zine Reviews*, eller att du skriver en rad till GMn Borger Borgersen (se *Address List*).)



# Cline 9-Man VI *en10/09*

by David Rothery (based on variants by R.B. Cline, F.C. Davis Jr and A. Peck).



## CLINE 9 - MAN VI

by David Rothery.

((This article was previously published in issue 2 of Dipsomania.))

(Based on the variants by R.B. Cline, F.C. Davis, Jr., and A. Poole.)

(ARDA # ch10/09)

1) All the usual rules of Diplomacy (1971 rules) apply except where amended below.

2) The regular Diplomacy board is used with the alterations and additions as shown on the enclosed game map.

3) In addition to the seven usual players of Diplomacy a further two powers are added, with initial placement as follows:

Barbary States:

F Casablanca F Tunis A Algiers

Persia-Arabia:

F Jerusalem A Mecca A Tehran

4) Other changes in initial placements are as follows:

Turkey:

A Constantinople F Ankara F Smyrna

Italy:

A Rome F Naples A Milan

The initial placement of the other five regular powers remains the same, except for Russia which loses a home centre at Warsaw, but gains a special build centre at Arkangel, which has an initial placement of A Arkangel.

5) The special build centre at Arkangel is not a supply centre in its own right and, therefore, can not be counted as such for any power taking the province. It is only a build centre for Russia (not a supply centre) and allows the building of Russian units (but not their entitlement) in Arkangel. Russia must take a neutral or opponent power supply centre by the first Autumn season or one unit will have to be removed, as it enters the play with four units but only three supply centres.

6) With the extension of the board, seven neutral supply centres have been added. These are Sudan, Egypt, Crete, Corsica, Canary Islands, Warsaw and Piedmont. The Canary Islands are like a coastal province in that armies may be convoyed there and fleets may move to and from any adjoining sea space.

7) With the new powers and neutrals there are now 45 supply centres on the board and so the total required for outright victory is now 23.

8) Direct passage exists between Ireland and the Clyde and between Naples and Sicily. Both armies and fleets may move without being convoyed directly from one of the paired provinces to the other, as with any adjacent space. This is due to a direct passage or 'Moses' crossing which links these provinces. Fleet movement from NAO to Lpl or from TYS to ION is not affected.

9) Jerusalem has only one coast, bordering SMS. It does not have a direct access to the Red Sea. Similarly, Egypt and Mecca do not have direct access to each other.

10) The Canals:

a) Kiel Canal, Dardanelles and Denmark/Sweden all operate as normal.

b) Suez Canal divides Egypt into two parts which still form a single province. It operates just as with Kiel and Constantinople; an army may move through Egypt without concern for the canal, a fleet may move through Egypt using the canal.



c) Volga Canal creates the possibility of fleet action in the Caspian Sea which is now passable. This means that fleets may move through the canal using the adjoining land provinces that have true coasts (i.e. Sev, Geo, Ura) as if they are coastal spaces. The canal affects Sev in a similar way to the normal canals through Kiel, Constantinople and Egypt. Armies may move freely across the line of the canal, their movement is in no way boundary between Moscow and Georgia. Armies may not be convoyed through the canal. Moscow cannot be occupied by fleets as it does not have a true coast, thus no fleets may be built in Moscow.

#### 11) Antarctica:

The Antarctic Sea box is a special off-board box province which links WAO and IND and allows a fleet to sail 'round the cape'. Fleets may move this way but no convoys are allowed via this route. No other province may be used to round Africa, only one fleet can convoy ANT at any one time, and may be attacked, supported and give support to or attack from this position.

#### 12) New province abbreviations:

Ade Aden  
Afg Afghanistan  
Ale Alexandretta  
\*Alg Algiers  
ANT Antarctic Sea

Ark Arkangel  
Blu Baluchistan  
\*Cab Casablanca  
\*Cai Canary Islands  
\*Cst Castille  
CAS Caspian Sea  
Cat Catalonia  
\*Cor Corsica  
\*Cre Crete  
Cro Croatia  
\*Egy Egypt  
Geo Georgia  
GOS Gulf of Sirte  
IND Indian Ocean  
Ire Ireland  
Im Iran  
Irq Iraq  
\*Mil Milan  
Oma Oman  
PER Persian Gulf  
RED Red Sea  
Sah Sahara  
SAO South Atlantic Ocean  
Sic Sicily  
SMS South Med. Sea  
\*Sud Sudan  
\*Teh Tehran  
Ura Urals  
Waf West Africa  
WAO West Atlantic Ocean  
Whr White Russia  
\*Zad Zadar

(\* - indicates a supply centre)

### ADDRESS LIST

Henrik Tonkin, Sjölidén 6, 59051 VRETA KLOSTER  
Jon Venbakken, Geitmyrsveien 27, N-0171 OSLO 1, NORGE, Tlf. +47-2-697181  
Jacob Lundqvist, Rydsv. 248 A:21, 58251 LINKÖPING  
Kalle Stengård, Fornhöjds 58, 15158 SÖDERTÄLJE  
Borger Borgersen, Uglaveien 26A, N-7024 TRONDHEIM, NORWAY  
Ulf Jireton, Västerg 12B, 33200 GISLAVED  
John Robillard, Ålidbacken 9A, 90241 UMEÅ  
Larry Perry, Box 8399, San Diego, California, 92102, USA  
G.A. Bryant, 121, Rue Jean Pauly, 4300, ANS, BELGIUM  
Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, Md. 20143, USA  
Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727, USA  
Linda and Steve Courtemache, 407 N. 5th Avenue, Royersford, PA 19468, USA  
Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, USA  
Jeff McKee, 3801 W. 13th Apt 903, Wichita, KS 67203-4430

# Pax Germana #1

GAMESUBZINE PUBLISHED IN LEPANTO 4-EVER #2

## WAITING LISTS

Below are games with places left. If you are interested in playing, another variants, arbitrating or another PBM-games, please contact the editor. If you applies for a game, don't forget about your preference list (and don't forget to mention if you want another speed other than normal). And I'm always in need of standby players. Activated standby players will have their credit extended by THREE issues.

Regular Diplomacy:      GM Per Westling      (For experienced players)      3/7  
                                 Ulf Jireton, Karl Stengård, John Robillard

Regular Diplomacy:      GM Mats Persson      (For inexperienced players)      2/7  
                                 Johan Andersson, Björn Westling

- - - - -

**House rules:** The house rules below will be used in most games, at least the Regular Diplomacy ones. They are not definite yet so if you have any ideas please write me a letter.

1. All games are run combining retreats with the moves that cause the, and adjustments with Fall turns. Seasons will not be separated.
2. Orders should be submitted by mail (or electronic mail their applicable) to the GM of each game before deadline.
3. NMRs in 1901 will delay the game and a standby will be called.
4. 2 consecutive NMRs or 3 NMRs in one game result in a player's expulsion from the game. If available a standby will be used. After a NMR the standby's name will be shown (in a game with diplomacy) and the second NMR in a row the standby will replace the offending player. A player that have been shown as a standby for a particular country will not end up as a replacer for another in the same game.
5. No black press is allowed. Grey press is allowed. All press is subject to editing.
6. Voted concessions are allowed. If more than one proposal passes, the game will be declared a draw between all parties named in all passing proposals. However, if a player reaches 18 centers that turn, they win.
7. NVR = NO but NMR = YES on any vote.
8. Retreats must be ordered following each move, rather than preceding each move (e.g. A Mun-Tri [ret to Kie, Ber, otb]). List squares to which which the unit could legally retreat in preference (also otb). The unit will retreat to first available square in your list. If two of your units would retreat to the same square, the one listed first will retreat to the square and the second will have to retreat elsewhere. If different countries' units retreat to the same square, both are destroyed. If no retreat order is received, the unit will be disbanded.
9. Building and removals must be listed with Fall orders. You may make your adjustments conditional upon any Fall orders or retreats. If a build is not possible, it will be ignored and the next considered. You can specify your removals any way as long as your intention is clear to the GM. If the piece you listed to remove first is not where you have it listed, and retreated somewhere else, that piece will be removed by default (when you have not listed your choice explicit-

ly).

10. The following notations are used:

NMR = No Move Received

NVR = No Vote Received

NBO = No (or Not enough) Build Orders CoA = Change of Address

A Sev S A Lon = Illegal order, or NSO (= No Such Order)

---

### Oscar II's nightmare (Regular Diplomacy)

#### Spring 1907

Austria (Borgersen): a pru-LVN, a sev-MOS s by a UKR & a WAR, f BLA-con, a sil-PRU, a boh-SIL, a vie-BOH, a bud-VIE s by a TRI

England (Tonkin): NMR! f ENG & f EDI & f NTH h, f lpl h /d/

France (Venbakken): f cly-LPL s by f WAL, f BEL-eng, a bur-GAS

Germany (Stengård): a stp-NWY, a den-SWE, a ruh-MUN s by a BER, a Kie s a BER

Italy (Lundqvist): f POR-spa (ambiguous), a mar-BUR, a mun s (AH) sil-ber /NSO/ /d/, a TRL s a VEN s by a VEN, f ths-WES, f AEG-con, a arm-ANK, f nap-THS

Russia (Anarchy): NMR! a mos h /d/

Proposal: A/I

Please note CoA for Jon Venbakken (see *Address list*).

Press:

France-Italy: Frankrike ser frem til at fransk ungdom blir mobilisert som italienske støtetrupper for å hjelpe de seierrike italienske styrker med å tillintetgjøre arméene till nasjonene i øst.

Germany-Italy: Tyskland gratulerar Italien till det senaste taktiska genidraget.

Germany-All: Vi föreslår en samling i för att utropa Österrike-Ungern och Italien som segrare!

GM-All players: The deadline for moves are the same as the fanzine. Don't forget to vote at the proposed draw between Austria and Italy.

GM-Readers: Hope you excuse the Scandinavian press...

---

## WHAT ABOUT DRAWS?

"Players may terminate the game by mutual agreement before a winner is determined, in which case all players who still have pieces on the board share equally in a draw."

- The Rules (1971), section II:  
*Object of the Game.*

As can be seen from the above the game can end before 18 centres. But in reality the Great Powers in the pre-Great War-era used another method to decide crucial matters without outright war. They used instead the *consensus-rule*; you can decide anything legal within the rules with mutual agreement. This is also a very common addition to various zines' house-rules. It

means that games can be ended quicker, and new possibilities regarding diplomacy e.g. the small powers becomes more important in negotiations.

One variant that is used in Norway is what I here call the Borgersen-variant. In this there are two-piece and three-piece *joint victory*.

a) Two-piece joint-victory: The two participants controls at least 21 centres and the smallest of the two must controll at least 3 centres more than the other powers.

b) Three-piece joint-victory: Similar to two-piece joint-victory, but 24 instead of 21 centres.

In my view the problem with this variant is that it can lead to far too short games that might not be finally decided yet. 13 centres (34-21)

## ZINE REVIEWS

This is a list of some of the zines that are available in the world. The header information for each entry will be as follows: Zine name, issue # or month, publisher, frequency of publication, size, no. of pages, and language (if not English). CSa = Cost Sample, CSu(#) = Cost Subscription (and the number of issues), GF = Game Fee. So in alphabetical order the plugs are:

**Bushwacker**, July, Fred C. Davis, Jr., Monthly, A4, 10. USA: CSa 50 ¢, CSu(12) \$6. Overseas: CSu(12) \$8 by surface. GF \$9. The zine contains some hobby news, plugs and a couple of variant games. It also contains some non-dippy stuff; I really liked the story of Fred's father who participated in the Great War. This zine has been around since 1972!

**Bushwacker**, October, Fred C. Davis, Jr., Monthly, A4, 7. Not much stuff except the games due to a the hurricane... Fred Davis is the previous NAVB custodian.

**Diplomacy World**, #55, Larry Perry, Quarterly, ~A5, 96. USA: CSa \$4, CSu(4) \$15. Overseas: CSu(4) \$20/\$40. Founded 1974. A thick publication that usually covers most of the hobby (in the US). #55 mostly concerns DipCon XXII.

**Dipsomania**, #4, G.A. Bryant, Bimonthly?, A5, 36. Europe: CSu £0,45 (or equivalent currency) per issue. No extra GF. Contains regular and variant games. In this issue were also two subzine: ...*It's Full of Stars!* - 1 (Diplomacy) and *The Great Adventure* - 2 (Role Playing). Also contained the rules for *Lima 3* and *Lima 5*. A good letter column. Nice illustrations and production.

**High Inertia**, #38, Linda and Steve Courtemanche, Subzine in *Rebel*, A5, 9. A lively letter subzine.

**Life of Monty**, #96, Don Del Grande, ~Monthly, A5, 16. USA: CSa 55 ¢. Contains all kinds of stuff. Among them non-Diplomacy PBM:s and the IDTR subzine *Meeting of Minds*.

**The MetaDiplomat**, #5, Jeff McKee, Every 5 weeks, A5, 24. USA: CSa 50 ¢, CSu(12) \$5. Overseas: Add \$1,10 per issue. GF \$5. Nice look. Some games (Regular and Gunboat). Most of the zine are the letter column.

**Rebel**, #50, Melinda Ann Holley, Bimonthly?, A5, 60. CSu \$0,75 per issue. GF \$5 per game. I must say what Melinda really does a great job when she runs (counting counting) 40 games! (Mostly Regular but some Gunboat.) The subzine (*High Inertia*) and some hobby news takes about 10 pages. The rest are filled with the games (moves, press and maps).

---

(( WHAT..., Cont. from page 11 ))

could for example form a stale mate line. Another problem could be that this leads to a more fixed game as it strongly supports strong alliances (although I personally like that type of play :-).

One final word about "mutual" agreement. A problem that often occurs in long games are a raising frequency of NMRs e.g. a country are more or less in anarchy due to a uninterested player, (this can be one of the reasons that a

proposal gets new votes). I recommend that you treat NMR as a vote for YES on any proposal. But I think that NVR (No Vote Received) should be treated as NO. If you - as player - are uncertain which interpretation your GM uses I recommend that you vote on every proposals (as I recommend citizens in democratic countries to do each election year).

In L4E's games you can see which version that is used in the house-rules in general, and in each game in particular.